

WHAT IS CLAIMED IS:

1 1. An interactive, handheld apparatus comprising:
2 a housing;
3 a display screen on the housing, the display screen configured to display a
4 plurality of images;
5 an electronic position location system, wherein the electronic position location
6 system includes a processor that is capable of determining a location of a selected region of
7 the display screen;
8 a stylus for selecting one or more of the plurality of images on the display
9 screen;
10 a directional control pad on the housing;
11 a memory device comprising computer code for an educational program,
12 wherein the memory device is operatively coupled to the processor; and
13 a light associated with the stylus, wherein the light associated with the stylus is
14 illuminated to indicate that the stylus is available for use during operation of the educational
15 program.

1 2. The interactive, handheld apparatus of claim 1 further comprising:
2 a light associated with the directional control pad, wherein the light associated
3 with directional control pad is illuminated to indicate that the directional control pad is
4 available for use during operation of the educational program.

1 3. The interactive, handheld apparatus of claim 1 wherein one or more of
2 the plurality of images are displayed on the display screen using vector graphics.

1 4. The interactive, handheld apparatus of claim 1 wherein the memory
2 device is a removable cartridge.

1 5. An interactive, handheld apparatus comprising:
2 a housing;
3 a display screen on the housing, the display screen configured to display a
4 plurality of images;
5 an electronic position location system, wherein the electronic position location
6 system includes a processor that is capable of determining a location of a selected region of
7 the display screen;

8 a stylus for selecting one or more of the plurality of images on the display
9 screen;
10 a directional control pad on the housing;
11 a memory device comprising computer code for an educational game, wherein
12 the memory device is operatively coupled to the processor;
13 a light associated with the stylus; and
14 control logic configured to control illumination of the light, wherein the light
15 is illuminated at specific points during the course of the educational game to indicate that the
16 stylus is available for use.

1 6. The interactive, handheld apparatus of claim 5 further comprising:
2 a light associated with the directional control pad; and
3 control logic configured to control illumination of the light associated with the
4 directional control pad, wherein the light associated with the directional control pad is
5 illuminated at specific points during the course of the educational game to indicate that the
6 directional control pad is available for use.

1 7. The interactive, handheld apparatus of claim 5 wherein one or more of
2 the plurality of images are displayed on the display screen using vector graphics.

1 8. The interactive, handheld apparatus of claim 5 wherein the memory
2 device is a removable cartridge.

1 9. An interactive, handheld apparatus comprising:
2 a housing;
3 a display screen on the housing, the display screen configured to display a
4 plurality of images;
5 an electronic position location system, wherein the electronic position location
6 system includes a processor that is capable of determining a location of a selected region of
7 the display screen;
8 a stylus for selecting one or more of the plurality of images on the display
9 screen;
10 a directional control pad on the housing; and
11 a memory device comprising computer code for a first educational program
12 that uses the stylus, computer code for a second educational program that uses the directional

13 button, computer code for informing a user to use the stylus with the first educational
14 program and the directional control pad with the second educational program, wherein the
15 memory device is coupled to the processor.

1 10. The interactive, hand-held apparatus of claim 9 wherein the apparatus
2 further comprises a speaker coupled to the processor, and wherein the computer code for
3 informing a user to use the stylus with the first educational program and the directional
4 control pad with the second educational program causes the display screen to display images
5 on the display screen and audio to sound from the speaker that informs the user to use either
6 the stylus or the directional control pad.

1 11. The interactive, hand-held apparatus of claim 9 wherein the first
2 educational program comprises a painting program and the second educational program
3 comprises a game that teaches about letters or spelling.

1 12. The interactive, hand-held apparatus of claim 9 further comprising a
2 first light associated with the stylus and a second light associated with the directional control
3 pad.

1 13. The interactive, hand-held apparatus of claim 9 wherein the housing
2 has a trapezoidal shape.

1 14. The interactive, hand-held apparatus of claim 9 wherein further
2 comprising a hint button coupled to the housing.

1 15. The interactive, hand-held apparatus of claim 9 one or more of the
2 plurality of images are displayed on the display screen using vector graphics.